

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 lvl = 8 - 15, 2 lvl = 10 - 15
2 x = NF
Reopening: can be weaker
INT OVERCALL (2nd / 4th Live; Responses; Reopening)
15 - 18, system on
Reopening: 11 - 14 over 1 m, 13 - 16 over 1 M, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive
Jump to nt = lowest suits
Reopening: 13-16 6+cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue = other M + minor, or majors over 1m
if opening do not promise 3 cards, 2 / 3 cue = nat
jump cue over 1 x (3 +) = ask stopper
VS. NT (vs. Strong / Weak; Reopening; PH)
dbl = points, 2 cl = M M, 2di = 1 M, 2 M = 5 + with a minor
Reopening: dbl = 5 m with 4 M or 1 M 16 +
dbl against weak = 13 +
VS. PREEMTS (Doubles; Cue - bids; Jumps; NT Bids)
dbl = take out, cue = 2 suiter, jump = constructive, nt = nat,
3 cue = minors, 4 m = 5 5 with a major good hand
(2 di=Multy) - 3 he=mm; - 3 sp=sp+m; - 4m=he+m (Leaping)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□
dbl = majors 4 + 4 +, 1 / 2 nt = minors
(1 cl) - pass - (1 di) - dbl = majors;
(2 cl) - pass - (2 di) - dbl = diamonds
OVER OPPONENTS' TAKEOUT DOUBLE
1 M - (dbl) - 1 nt / 2 x = transfers
2 under major = good raise
2 nt = fit inv +

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 / 4	2 / 4	
NT	2 / 4	2 / 4	
Subseq	Same		
Other: Low from doubleton!			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx	
King	AKx, KQx, Kx	Strong	
Queen	QJx, Qx	KQx, QJx	
Jack	HJ10x, J10x, Jx	HJ10x, J10x, Jx	
10	H10x, 109x, 10x	H109x, 109x, 10x	
Hi-Lo	3 / 5		
Lo-Hi	2 / 4		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev count	Rev count	OE first discard
Suit 2	Rev attitude	SP	Rev count
3	SP		
1	Rev count	Rev smith echo	OE first discard
NT 2	Rev attitude	Rev count	Rev count
3	SP	SP	
Signals (including Trumps): Reverse count and attitude, standard SP, reverse smith echo against nt.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be WK with shape			
Reopening: can be weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl and rdbl not obligatory, lightner			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: BULGARIA
TEAM: GOLDEN AGE
PLAYERS: VIKTOR ARONOV – ANTONI IVANOV
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision club
1 cl = strong
1 di = 10 - 15 can be short
1 he/sp = 10 - 15 5 + cards
1 nt = 14-16
2 cl = 10-15 6 + clubs or 5 + clubs with 4M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 di = both majors
2 nt = both minors
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 ♣	*	0	7 he	16 + if bal 17 +	1 di = 0 - 7, 1 he = 8 - 11 any, 1 sp = 8 + nat, 1nt / 2 cl / di / he = 12 + nat, 2 sp = 12 + (4441), 2 nt = 12 + 5 + he 4sp, 3 x = 8 - 11 4441 bid short suit	1 cl - 1 di - 1 he = 20 + art	1 cl - 1 he / sp / nt / 2 cl / di = GF nat
1 ♦	*	0	7 he	10 - 15 can be short	2 he = wk 5 + sp / 4 + he, 2 sp = inv 5 + sp / 4 + he, 3 x = inv nat	1 checkback	
1 ♥		5	7 he	10 - 15 5 + cards	1 nt = F, 2 cl = GF can be short, 2 sp / 3 m = INV nat, 2 nt = INV + 3 + fit, 3 nt = chose game	3 sp, 4 m = void	2 cl = Drury
1 ♠		5	7 he	10 - 15 5 + cards	1 nt = F, 2 cl = GF can be short, 3 m / he = INV nat, 2 nt = INV + 3 + fit, 3 nt = chose game, 4 he = nat	4 m = void	2 cl = Drury
1 NT			7 he	14 - 16 5 M / 6 m / sgl honor	Stayman, 4 Transfers, 3 cl = Puppet, 3 di = GF 5 + 5 + minors, 4 cl = GF 5 + 5 + majors	3 M = GF short 5 4 minors	Transfers after 2 x overcall at 3 lvl
2 ♣	*	5	7 he	10 - 15 6 + cl or 5 + cl and 4 M	2 di = R, 2 M = NF nat, 2 nt = WK clubs or GF art, 3 cl = INV, 3 di = INV + MM, 3 M = INV nat		
2 ♦	*		No	5 - 9 both majors (5 + 4 +)	2 nt = R, 3 m = GF nat		new suit = NF
2 ♥		5	No	5 - 9 WK 2	2 nt = R, 2 sp / 3m = GF nat		new suit = NF
2 ♠		5	No	5 - 9 WK 2	2 nt = R, 3 m / he = GF nat		new suit = NF
2 NT	*		No	5 - 9 both minors (5 + 5 +)	3 he = R		new suit = NF
3 ♣		6	No	preempt	3 di / he / sp = GF, 4 di = ST cl		new suit = NF
3 ♦		6	No	preempt	3 he / sp = GF, 4 cl = ST di		new suit = NF
3 ♥		6	No	preempt	3 sp / 4 di = GF nat, 4 cl = ST he		new suit = NF
3 ♠		6	No	preempt	4 cl = ST sp, 4 di = GF nat		new suit = NF
3 NT	*		No	Gambling can be any suit not too much outside	4 cl = PC, 4 di / nt = R		
4 ♣	*		No	Namyats (6) 7 he	4 di = ST, 4 nt = RKCB		
4 ♦	*		No	Namyats (6) 7 sp	4 he = ST, 4 nt = RKCB		
4 ♥		(6) 7	No	can be stronger in ¾ position	4 sp = nat, 4 nt = RKCB		
4 ♠		(6) 7	No	can be stronger in ¾ position	4 nt = RKCB		
4 NT	*		No	both minors (6 + 5 +)			
5 ♣				nat			
5 ♦				nat			
						HIGH LEVEL BIDDING	
						4 nt = RKCB (1403)	
						5 nt = pick a slam	
						5 nt after RKCB = grand slam try	